FIG. 1A Background Art

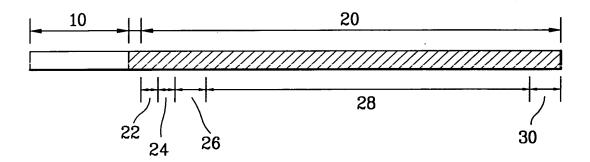


FIG. 1B Background Art

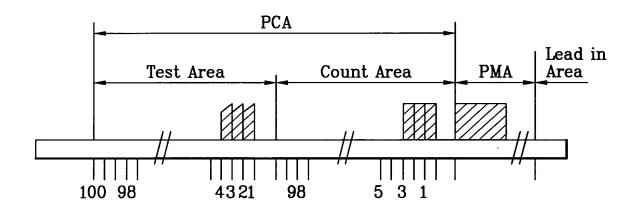


FIG. 1C Background Art

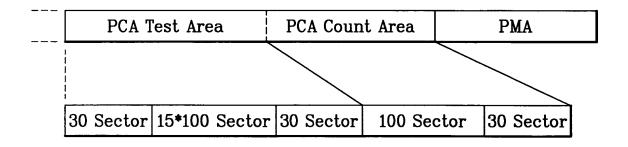
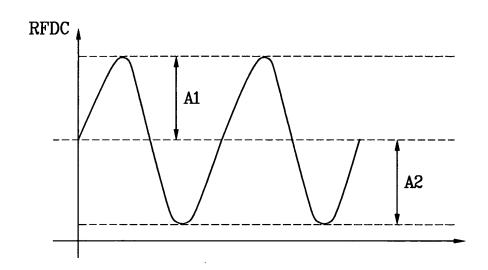


FIG. 2 Background Art



$$\beta = \frac{|A_1| - |A_2|}{|A_1| + |A_2|}$$

FIG. 3 Background Art

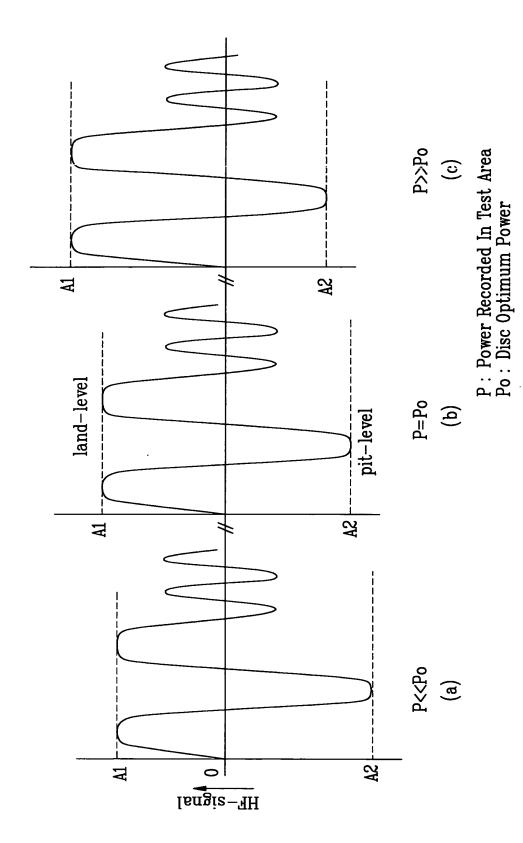


FIG. 4 Background Art

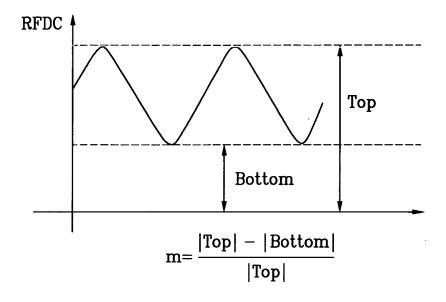
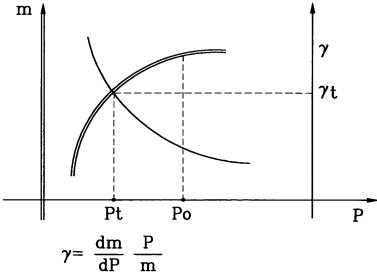


FIG. 5 Background Art



Po=Pt* ρ : Optimum Recording Power

FIG. 6A Background Art

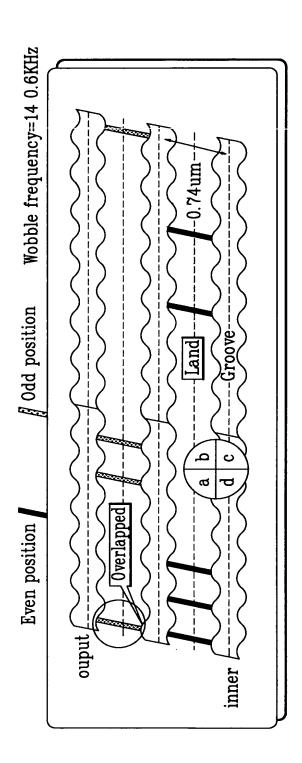


FIG. 6B Background Art

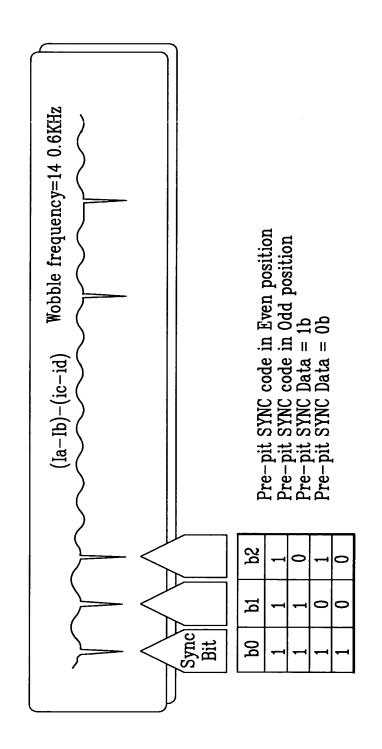


FIG. 7A Background Art

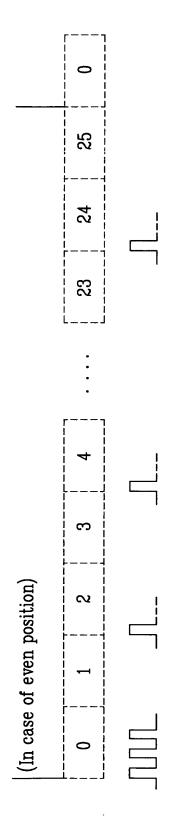


FIG. 7B Background Art

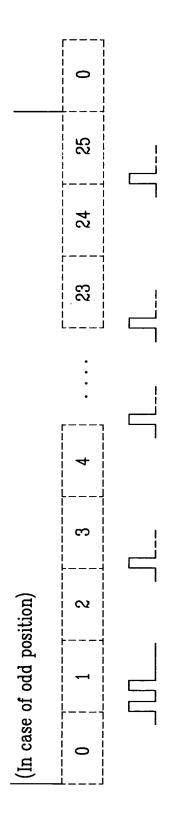
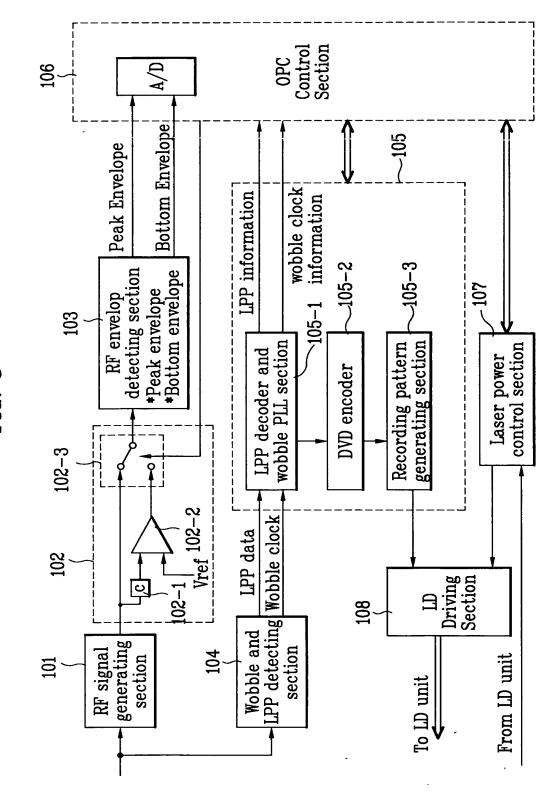


FIG. 8



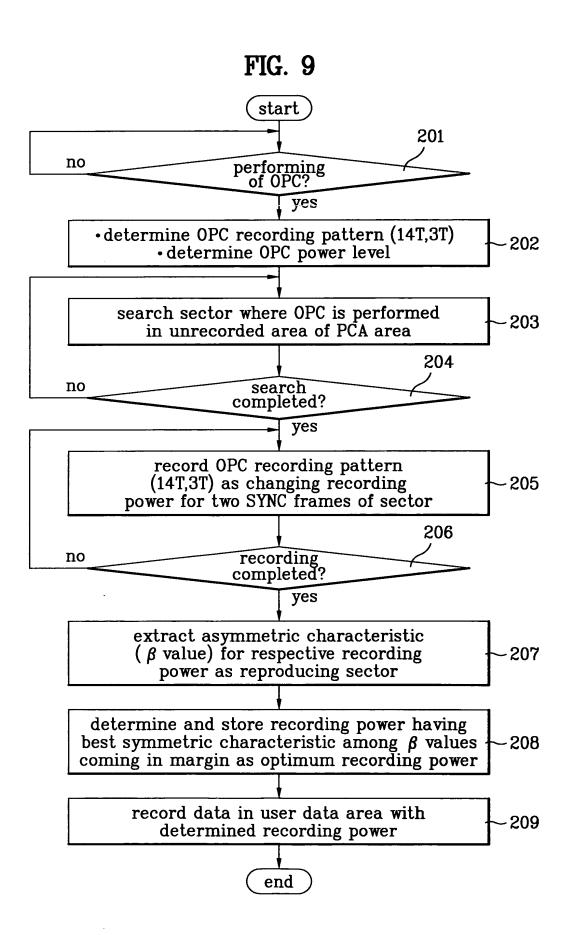


FIG. 10A

	۲٦
	0
data for physical s	25
	24
	23
	•
(In case of even position)	4
	(က
	2
	—
	0

FIG. 10B

FIG. 10C

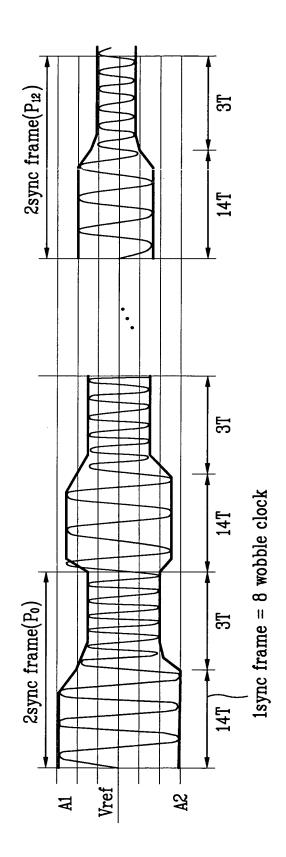
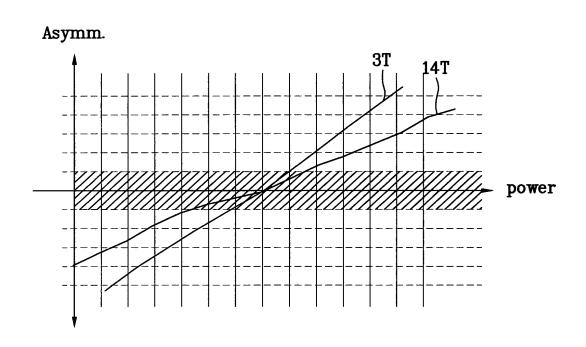


FIG. 10D



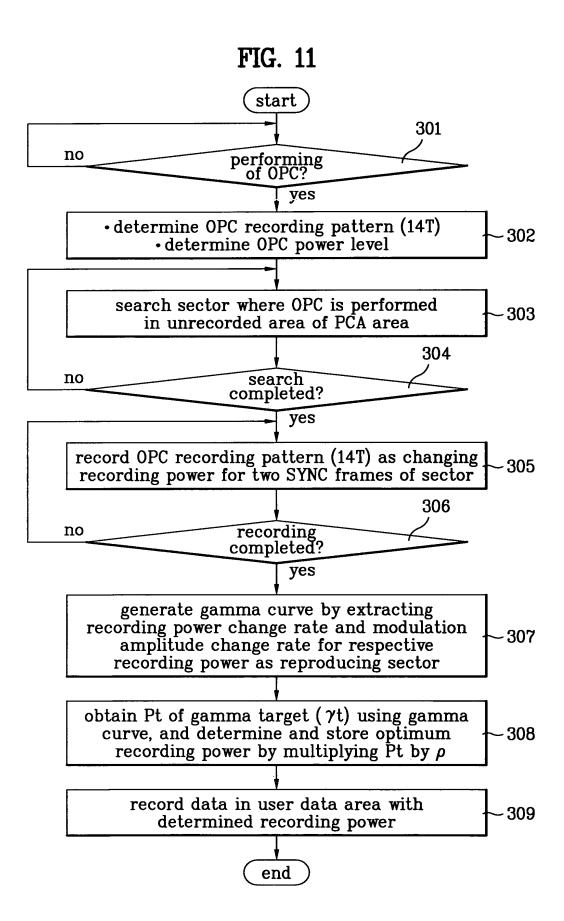


FIG. 12A

	0
LPP data for physical sector)	25
	24
	23
(39-bit L	:
	4
osition)	က
of even	8
(In cas	1
	0

FIG. 12B

FIG. 12C

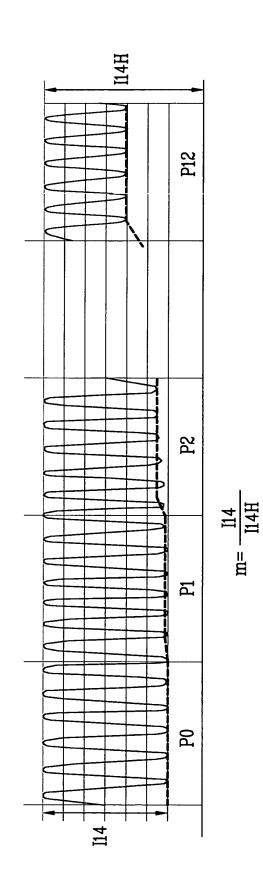


FIG. 12D

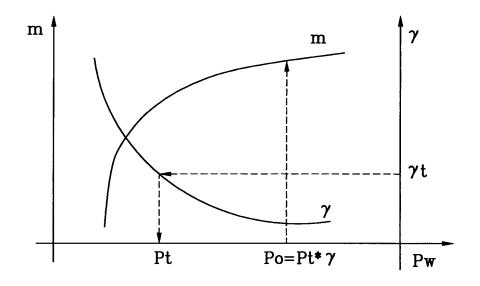
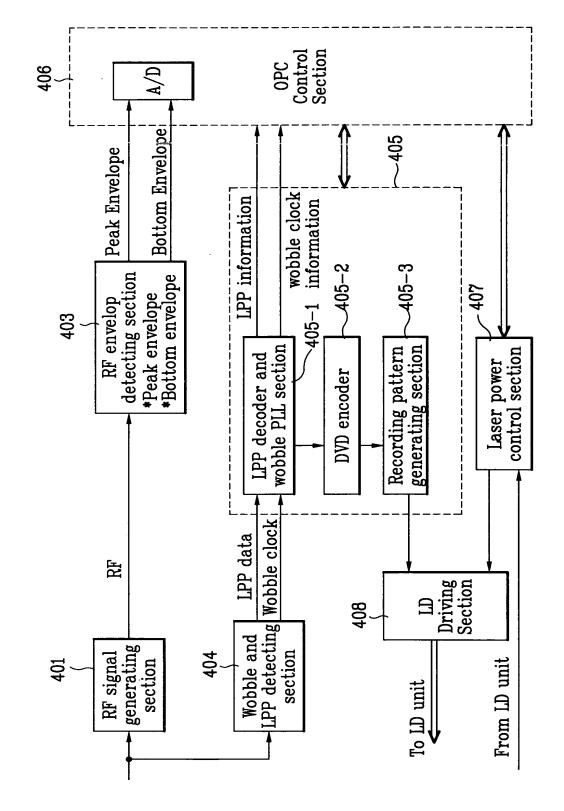


FIG. 13



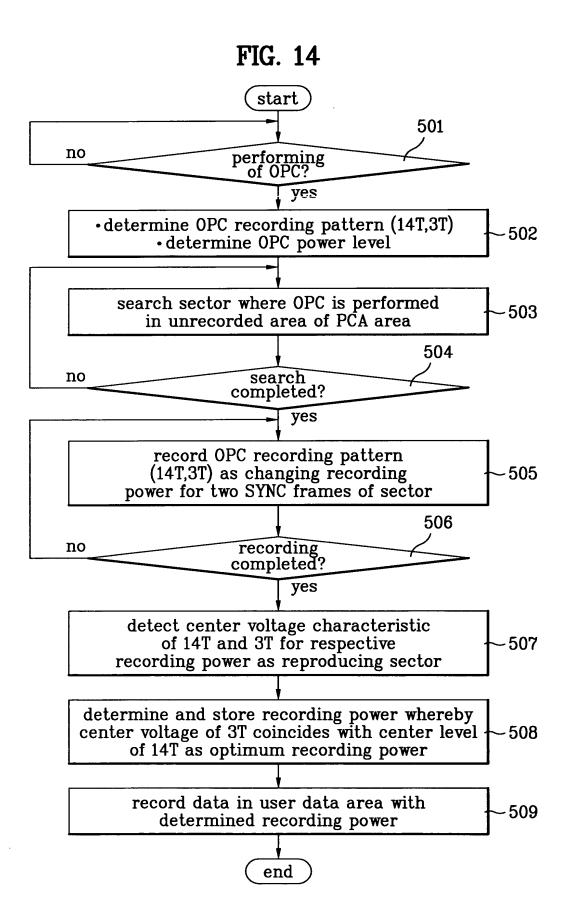


FIG. 15A

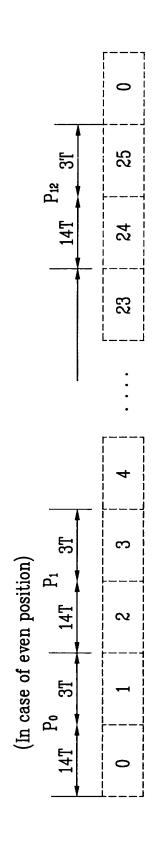
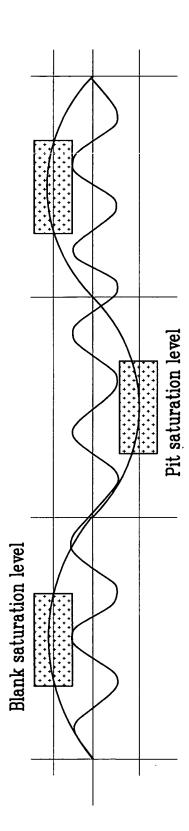


FIG. 15B

FIG. 15C



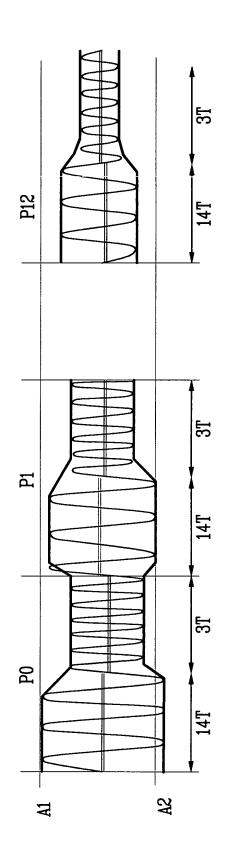
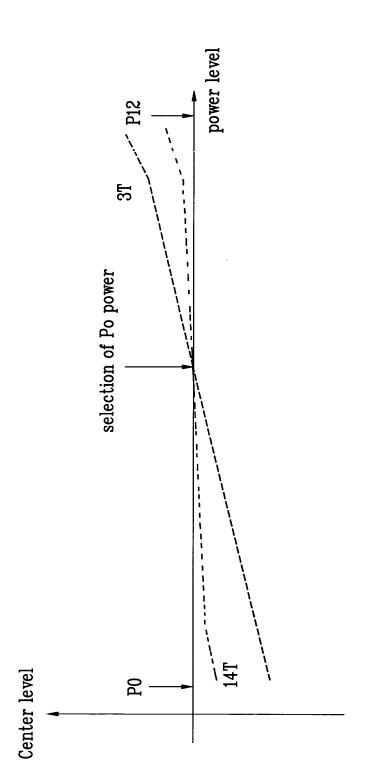


FIG. 15E



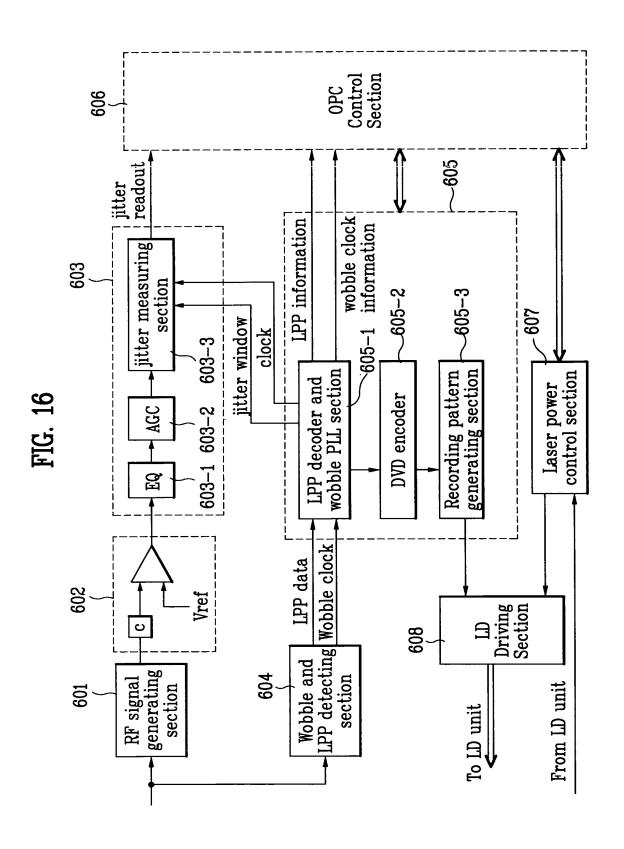


FIG. 17

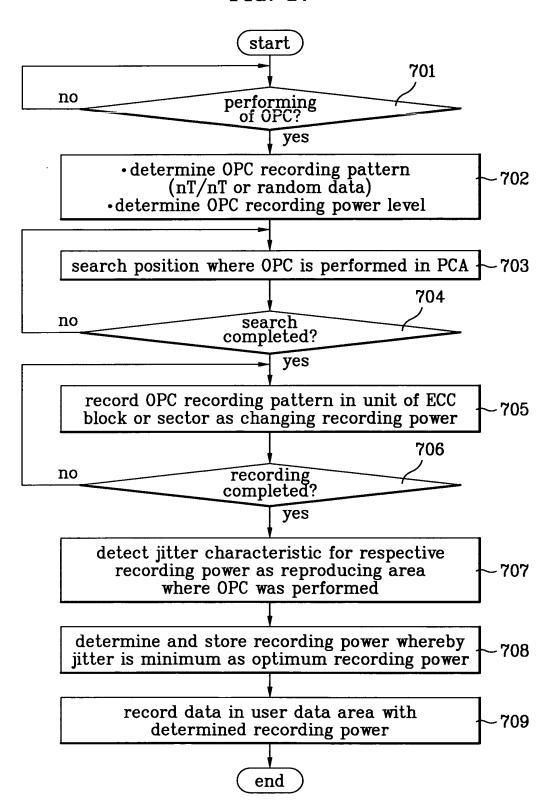


FIG. 18A

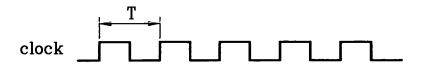


FIG. 18B

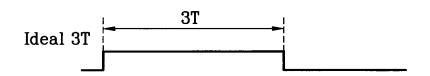
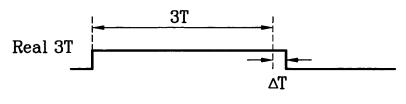


FIG. 18C



$$\sigma = \frac{\int \Sigma (3T - (3T + \Delta T))^2}{N}$$
 Jitter(%)= $\frac{\sigma}{T} \times 100$

FIG. 19A

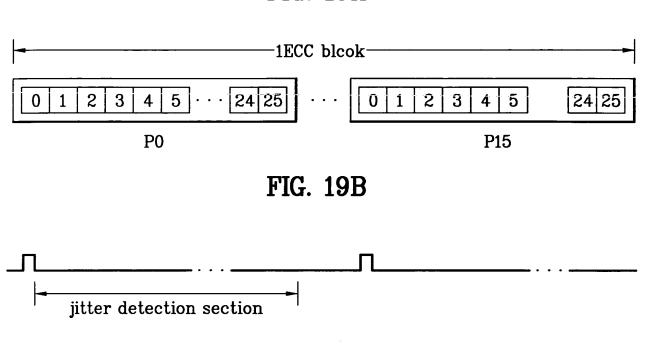


FIG. 19C

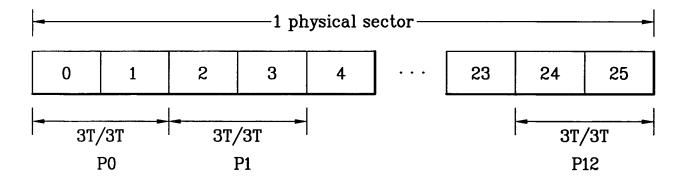


FIG. 19D

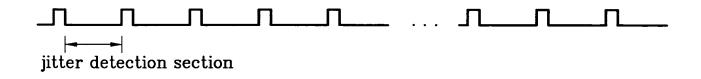


FIG. 20A

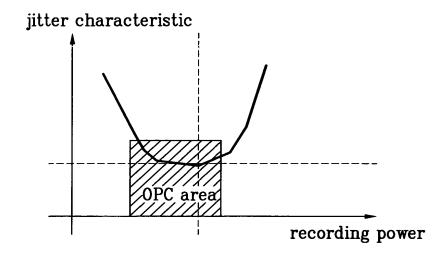


FIG. 20B

